- CHAPTER 11 -
VAN RICHTEN'S TOWER

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Using This Supplement

The *Curse of Strahd Companion* (hereafter simply "the *Companion*") is devoted to making the most out of your campaign. It provides tested advice, variants, dialogue, flavor text, and new encounters to better enhance your experience running one of the greatest modules of D&D. True to its name, it is meant to be your constant tableside companion before and during a session.

Why A Companion?

Even five years after its publication, Curse of Strahd is still lauded as 5th Edition's greatest campaigns: it is firmly rooted in gothic horror and provides a tight narrative nestled in a sandbox-like environment. The campaign's chief flaw, the *Companion* holds, is its organization—its buried details and uncommunicated direction. A Dungeon Master that fails to carefully read the module from cover to cover can find themselves later trapped when an important and missed detail crops up. The *Companion* seeks to remedy this: it looks forward so you don't have to. It also exists to streamline your session through advice, dialogue, and the providing of statistics (for monsters, magic items, and hazards) you would otherwise have to dig through other manuals for.

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Companion Structure

The *Companion* is formulaic. Each chapter corresponds with a Curse of Strahd chapter:

Chapter 1 acts as a campaign overview, concerned with its characters and narratives.
Chapter 2 concerns Barovia itself, with an interest in its weather, geography, random encounters, and locations.
Chapters 3-15 concern their matching chapters in Curse of Strahd (i.e., both Chapter 3 of the Companion and Curse of Strahd concern the Village of Barovia).
Appendices of the Companion provide the information for any a) magic items, b) creatures, and c) effects that appear in the campaign. For example, Appendix B of Chapter 3 provides statistics for all creatures found in the Village of Barovia.
Death House revises the campaign prologue and provides new aids to better run it.

Glossary

The *Companion* makes the most of several terms:

CoS refers to Curse of Strahd
CMP refers to the Companion
App. refers to an appendix of *CoS* or *CMP*
Destined Ally refers to the Strahd's enemy, the ally that is destined to stand with the party, as determined by the Fortunes of Ravenloft
Final Confrontation refers to the location in Castle Ravenloft where the adventurers are fated to fight Strahd to the death.

Chapter 11: Van Richten's Tower

Van Richten's Tower (hereafter "the Tower of Khazan" as it should have been named) is an opportunity to delve into Barovia's secrets. The tower, built and inhabited by the mysterious wizard Khazan, can also be taken as a base of operations by the adventurers. This chapter of the *Companion* is devoted to fleshing out the tower, improving its wards, and adding an actual story to it, all without bloating the chapter. This is largely achieved through a simple change: Khazan is dead but not gone; trapped in a shadowy realm, the undead wizard hungers to escape but can only do so by mortal recklessness.

Chapter Overview

The Tower of Khazan was once the sanctum of Barovia's foremost wizard, Khazan. Khazan, according to Curse of Strahd, perished in his attempts to project his spirit beyond Barovia… but not after plumbing the secrets of the Amber Temple and achieving lichdom. Given that Khazan did not maintain a workshop or sanctum in the Amber Temple, or have a wing of Castle Ravenloft to call his own, it can be assumed most of his research was performed here in the tower—a tower left barren by Curse of Strahd when *something* should remain. Little, however, remains of this crumbling lair. What has not been sanded off by years of neglect was already taken by Rudolph van Richten.

Van Richten inhabited the tower for several months before moving onto Vallaki for undisclosed reasons. The *Companion* provides a reason: Van Richten detected Khazan's trapped spirit and, failing to safely destroy or banish the wizard, left. In his wake came Ezmerelda d'Avenir, his wayward protegé. She is currently absent when the adventurers first arrive, giving them the opportunity to take the tower as their base of operations—and what a wonderful base it can be. With Khazan's Spell Drain, the adventurers cannot be scried upon by Strahd. For the sake of the campaign, assume that even almighty Strahd is unaware of the Spell Drain and is puzzled as to why he can no longer spy on the adventurers from afar. In this, the Tower of Khazan becomes the only true haven in Barovia… unless Strahd or his minions later discover their whereabouts.

Without the *Companion's* additions, the Tower of Khazan is only a place of consequence when the chapter's two special events are utilized. A wounded Ezmerelda returns from an attempt on Strahd's life during the *Ezmerelda's Retreat*, event and Kiril Stoyanovich investigates the explosion of her wagon. The *Companion* combines these events: a wounded Ezmerelda is being tracked by Kiril and his wolves.

Although the Tower of Khazan is well protected, it is not invulnerable. The wards that protect it can also spell its doom: if the trap placed upon the doorway is triggered thrice, the entire tower collapses. If Strahd ever learns of this haven and decides to siege the tower, he is apt to send a minion to bring the tower down, regardless if his playthings are inside it or out. In this regard, even a minion as brainless as a zombie can be used to topple the tower.

Chapter Progression

Unlike other chapters, the Tower of Khazan does not have a story progression. It is not, however, diminished for it. When running this chapter, simply space events out to allow the adventurers to breathe. Ezmerelda's return can occur whenever is appropriate in the campaign.

Quick Notes

- The tower is warded with a permanent *antimagic field* spell known as Khazan's Spell Drain. Magical functions of the tower bypass this ward, but the adventurers and other creatures are restricted by it.
- Because of Khazan's Spell Drain, Strahd cannot spy upon the adventurers through magical means while they are in the tower, making this a haven for secrecy. For the sake of fairness, assume Strahd does not know about the spell drain; never interested in Khazan's trash, the vampire never bothered to investigate his crumbling abode. Thus, Strahd does not automatically understand that his scrying spells are failing because the adventurers are in the Tower of Khazan.
- The doorway to Khazan's tower is trapped. If triggered, it summons a **young blue dragon** (replaced by various undead by the *Companion*). Triggering the trap thrice causes the tower to collapse.
- Prepare elevator music for when the adventurers ascend or descend the tower.
- The weather is always fair around the Tower of Khazan, thanks to a permanent *control weather* spell (added by the *Companion*).
- Ezmerelda's wagon is the possible source of a TPK—total-party-kill—if her trap is triggered. The trap alerts werewolves, led by Kiril Stoyanovich, who come to investigate.
- If the adventurers never break into Ezmerelda's wagon, move the page from Van Richten's journal to Area V7. Discovering it should be an inevitability.
- Khazan's *staff of power* can be recovered from his crypt in Castle Ravenloft. See Chapter 4, Area K84, Crypt 15 for details.

Dramatis Personae

Character	Statistics	Role	Area	Description
The Custodian	**Animated Armor**	N	V7	Servant that animates once Khazan's name is uttered.
Ezmerelda d'Avenir	*CoS* App. D	P	SE	Vistana monster hunter and protégé of Rudolph van Richten.
Jakarion	N/A	N/A	N/A	A wizard that recently inhabited the tower and left for the Amber Temple.
Khazan	App. B	A	V7	The long-dead wizard that oversaw the construction of Castle Ravenloft.
Rudolph van Richten	*CoS* App. D	P	N/A	Legendary monster hunter and nemesis of Strahd.
Vilnius	N/A	N/A	N/A	Jakarion's apprentice.
Yan the Dead	N/A	N	V7	A dead Vistana whose head has been magically preserved by Van Richten.

Checklist

- Naturally inform the adventurers of the tower's true name: the Tower of Khazan.
- Ensure the adventurers find the page from Rudolph van Richten's journal in Ezmerelda's wagon (or in Area V7 if they never investigate the wagon).

Running the Chapter

This chapter is one of the easiest to run in Curse of Strahd; the locale is interesting and pleasantly thin. Other than Ezmerelda's trapped wagon and the **young blue dragon** summoned by Khazan's wards, there exist no snags for the Dungeon Master to worry about. Even with the Companion's additions, it largely focuses on the Exploration pillar. With so few combatants to face, it becomes a refreshing episode in the campaign.

Allow the adventurers to explore—to breathe—and then slowly add in the elements described below. Once the tower is secured, encourage the players to rest. Let them root through the library, hunt for nearby game in the woods, or make plans in relative safety. Start with the first act of The *Shadow of Khazan* to get the *wand of secrets* in their hands (see below) early on. If the adventurers seem inclined to stay in the tower, or return to it, begin *In the Wake of Defeat* (which combines the *Pack Attack* and *Ezmerelda's Retreat* special events described in Curse of Strahd).

Time

To motivate exploration, it should be near dusk by when the adventurers reach the tower. With night falling and wolves howling in the distance, it becomes imperative to shelter inside the tower or Ezmerelda's wagon.

Weather

Per the *Companion's* revision, the weather is always warm—sometimes suffocatingly so—around the Tower of Khazan, thanks to a spell laid by the wizard centuries ago. The skies are still overcast, but the weather is otherwise pleasant.

Dramatis Personae

The following characters are featured in this chapter:

The Custodian

Upon the fourth floor of Khazan's tower stands an animated armor that the *Companion* names. The Custodian, as it is referred to, is an attendant left behind by Khazan. The Custodian obeys whoever first utters "Khazan." When this occurs, it animates and salutes the speaker with a thump of its metallic fist on its metallic breast. The Custodian is magically bound to the island and can't leave.

Roleplaying the Custodian. The Custodian cannot speak but can answer binary questions by saluting or by stomping its foot. It is an otherwise chatty construct that expresses itself through physical gestures—particularly shrugs, frustrated hand gestures, and "finger guns." It cups the chin of its helmet or strokes its metallic cheeks when contemplating an answer.

The construct is quite knowledgeable of its late master and is willing to share those secrets—as Khazan wishes intruders to utilize his wards and thereby set him free. Through its limited communicative abilities, the Custodian can direct the adventurers to Khazan's wards.

If asked whether its master is alive, the Custodian stomps its foot. If asked if Khazan is dead, it stomps its foot. If asked if Khazan is present right now, the Custodian turns to wherever Khazan is lurking in his shadowy realm, and stares.

The Staff of Power. The Custodian kneels before a character wielding Khazan's *staff of power* like a knight before its liege. At your discretion, the wielder of the staff has telepathy with the Custodian, allowing a full dialogue.

Ezmerelda d'Avenir

Ezmerelda d'Avenir is the Vistana protégé of Rudolph van Richten. She is described in greater detail in Appendix D of Curse of Strahd. Ezmerelda can appear in this chapter through the *Ezmerelda's Retreat* special event, which the *Companion* folds into its *In the Wake of Defeat* special event. Throughout the campaign, the Dungeon Master must decide when and where the party meet Ezmerelda and the Tower of Khazan is a chance to show Ezmerelda at her lowest. It is even better if the adventurers have already met Ezmerelda in more heroic circumstances.

In this chapter, Ezmerelda serves as a heroic ally that can arrive when the adventurers are being crushed by revenants. She has heard rumors that the manor harbors enemies of Strahd, but wastes no time leaping into action when she sees undead knights menacing the living. With her aid, she can turn the tide of battle and earn the adventurers' respect and trust. If the adventurers cannot figure out what their objective is, Ezmerelda later realizes that they must recover Argynvost's skull to put the revenants to rest.

Roleplaying Ezmerelda. Ezmerelda is strong of arm and strong of mind—and these strengths feed her ego, as demonstrated by her flaw ("I go where angels fear to tread"). Her ego, however, has been gravely bruised. In this chapter, she is on the verge of helplessness. She is on the cusp of death and requires rest, aid, and a good friend. Normally gregarious, Ezmerelda proves laconic while wounded. Her eyes are hollow, her voice quiet, and her wounds great. She explains in as few words as possible that she infiltrated Castle Ravenloft and made a (failed) attempt on the Devil's life. Knowing of Khazan's Spell Drain, this tower is the perfect place to recover without worrying about Strahd scrying upon her.

Jakarion

Jakarion is a wizard exploring the Amber Temple, as mentioned in Chapter 13 of Curse of Strahd. By when the adventurers reach the temple, Jakarion has already died, incinerated by flameskulls. The Companion rewrites Jakarion's history. Under this inconsequential revision, Jakarion and his apprentice Vilnius inhabited the Tower of Khazan before Van Richten arrived.

Jakarion is an honorable mention in this section. The adventurers can find evidence of his past habitation of the tower (as well as Vilnius'). His minor inclusion in this chapter does not change anything for the Dungeon Master. In particular, notes of his can be found in Area V7.

Khazan

It is unclear as to how or when the archmage Khazan came to Barovia, or whether he was already affiliated with Strahd von Zarovich beforehand. What is known is the wizard oversaw the construction of Castle Ravenloft and then plumbed the Amber Temple for forbidden knowledge. After mastering lichdom, Khazan made a thunderous return to Castle Ravenloft. Rather than battle the wizard for control over Barovia, Strahd von Zarovich offered him tenure as an advisor over matters of magic. Khazan accepted the position and continued his research into necromancy. Ultimately, the lich destroyed himself when trying to master demilichdom—a pursuit Khazan hoped would project his spirit beyond Barovia and allow him to escape the Domains of Dread.

Khazan has a crypt in the catacombs of Castle Ravenloft, where his staff of power rests. Whoever wields this staff becomes the Heir Apparent of Khazan and commands the tower and its wards.

The Shadow of Khazan. The *Companion* implements a hefty revision to Khazan. This revision, however, does not change his history, only his ultimate fate. Khazan was not destroyed in his attempt to achieve demilichdom, but was reduced to a boneclaw. Seizing an opportunity to torment and humiliate Khazan, the Dark Powers imprisoned Khazan in a shadowy realm attached to his tower. Strahd is unaware of Khazan's fate and had Khazan's "remains" entombed in Castle Ravenloft.

Roleplaying Khazan. As a boneclaw, Khazan is a slave to darkness, hatred, and pain. Though he was a refined wizard in life, this twisted fate has made him into a murderous lunatic. Khazan has a single-minded devotion to inflicting the maximum pain in the shortest time. To him, it is not the amount of cruelty, but the depth. Better to torture one than to hurt many.

Full of cackles, you can voice Khazan with the following sample dialogue:

- "My name is power!"
- "The laws of magic yield only to Khazan!"
- "Your death will not be quick! It may never even come—but you will be mine!"
- "Zarovich himself would not dare challenge me!"
- "The Devil Strahd isn't the only one to take playthings!"

Kiril Stoyanovich

Kiril Stoyanovich is the despotic alpha of the werewolf pack known as the Children of the Night. His cruelty has sparked division in the pack, but they still fall in line. He can be recognized by his dark coat and a wicked scar across his left eye that persists through all three of his forms.

In this chapter, Kiril may appear as part of the *Pack Attack* special event (which the Companion has folded into its *In the Wake of Defeat* special event).

Roleplaying Kiril. Kiril is a vicious creature with a fiery temper. He believes might makes right and proves sadistic at every opportunity. Kiril's voice is deep and hoarse; while in his hybrid form it is strained and sharp. Voice Kiril with the sample dialogue below:

- "In this world, there are sheep—and there are wolves."
- When the adventurers make their first true stand against the werewolves, Kiril barks, "The sheep have made their last stand! Ha!"
- As Kiril claws at a foe, he snarls, "It won't be quick!"

Boneclaws

Boneclaws a special type of undead described in Mordenkainen's Tome of Foes. In short, when a wizard fails to achieve lichdom, they might become a boneclaw—a being of darkness, fierce hate, and unending pain. The wizard is humiliated in undeath, becoming a slave to the closest necromancer. While its new master lives, the boneclaw cannot truly die.

In the context of Curse of Strahd, Khazan is enslaved to Strahd von Zarovich, the most powerful wizard in Barovia at the time of his death. Alas, Strahd is unaware of this minion, for the Dark Powers sequestered Khazan to a shadowy realm. If freed, Khazan must serve Strahd—a duty the boneclaw rejoices in. Thereafter, Strahd selectively sends Khazan out to meddle with the party. While Khazan is not on their trail, he remains in Castle Ravenloft's torture chambers, eagerly flaying prisoners.

Rudolph van Richten

The legendary doctor, monster hunter, and nemesis of Strahd von Zarovich is described in further detail in Appendix D of Curse of Strahd. Although Van Richten inhabited this tower for some months (or weeks, if that timeline better suits you), he is not present in this chapter. He currently hides in Vallaki, masquerading as the half-elf traveler, Rictavio. If Vallaki falls to Lady Wachter in the aftermath of *St. Andral's Feast*, he might retreat to this tower, provided he can get past the town gates.

If Van Richten returns to the tower and finds the adventurers there, he exercises his legendary caution and keeps up his facade. "Rictavio" claims to have slipped past the Vallaki guardsmen and came here to look for shelter from the wolves.

Vilnius

Vilnius is the apprentice of Jakarion, described above. He went with his master to the Amber Temple. By when the adventurers arrive, Vilnius is badly scorched. The Companion revises this chapter to include the inconsequential fact that Vilnius inhabited this tower for some time.

Like Jakarion, Vilnius is an honorable mention in this section. His possessions are added to Area V5. Of note is his journal, which briefly describes his experience as Jakarion's apprentice, their planned expedition, and his "thick, luxurious locks of ebony hair" that Barovia's women are allegedly enchanted with. (That Vilnius is so obsessed with his hair is a bit of dark humor included by the *Companion*; by when he is met in the Amber Temple, most of Vilnius' hair has been burned off by a flameskull's *fireball* spell).

Yan the Dead

Yan the Dead was a Vistana thief that made the mistake of betraying Rudolph van Richten. In the misty realms beyond Barovia, Yan—cast out from his clan—came upon a half-elf bard named Rictavio. The gentle soul offered Yan a ride in his carnival wagon. But when that wagon began to trundle towards Barovia, Yan betrayed its owners—and learned firsthand that appearances can be *very* misleading.

Van Richten embalmed Yan's head with magic oils that rendered him into, essentially, a magic item. Yan is roused whenever a *speak with dead* spell is cast on his head.

Roleplaying Yan. The disembodied head is very eager to speak with others and always tacks on a helpless, "Restore me! Please!" to whatever answer he provides the caster of *speak with dead*. Humbled by his state, Yan is shockingly honest about his crimes. He is limited in his knowledge of "Rictavio" and describes his monkey, a ravenous beast in the wagon (his tiger), and shares any of the false stories described in Rictavio's journal (see Area N2N).

Disembodied Snark. If your Curse of Strahd campaign leans more toward comedy, or is in dire need of it, you could lift the requirement of a *speak with dead* spell from Yan's head. As soon as they take him out of Khazan's Spell Drain, he awakens. Of course, Yan plays dead and bides his time until a startling revelation. Thereafter, he can be a source of dry commentary.

Variants & Revisions

The *Companion* makes several changes to this chapter:

- The chapter's two special events—*Ezmerelda's Retreat* and *Pack Attack* have been woven together. See *In the Wake of Defeat* in Special Events below.
- Thanks to a permanent *control weather* spell, the weather is always warm and fine around the Tower of Khazan. While the wizard's spell can't pierce Barovia's perpetually overcast skies, it does stabilize the local weather.
- The tower holds several secrets from Khazan's research and travels that shed further light on the Amber Temple and the nature of Barovia.
- The tower was inhabited by Jakarion and Vilnius, the wizards that can be met in the Amber Temple, shortly before Van Richten moved in. An investigation of the tower yields notes they left behind detailing their expedition.
- The **young blue dragon** summoned by Khazan's warded doorway has been replaced with more thematic creatures: the damned souls (**shadows**) and corpses of the masons that built Khazan's tower. See Area V2.

Additional Loot

Additional treasures have been added to the Tower of Khazan. Given that Khazan was a wizard, these treasures are mainly catered to characters of the same class. Assume that the previous occupants of the tower did not find some treasures and did not care for others. Van Richten, for instance, is a cleric-based spellcaster and found no use for the arcana he *did* encounter. Ezmerelda did not deign to remove the arcana either. Meanwhile, the wizards Jakarion and Vilnius chose to pack light for their expedition to the Amber Temple.

The following items have been added by the *Companion*:

- *Charlatan's die*
- *Driftglobe*
- *Enduring Spellbook*
- *Libram of Souls and Flesh*
- *Shadowfell Shard*
- *Wand of Secrets*

The Heir Apparent

Whomever is attuned to Khazan's *staff of power* commands the tower's constructs and wards, and can bypass Khazan's Spell Drain. The staff can accomplish everything the wand of secrets included in the storyline The Shadow of Khazan can, but (at your discretion) without the risk of releasing Khazan. Additionally, the Heir Apparent can establish a telepathic dialogue with the Custodian (see above) and draw upon its vast and previously muted knowledge.

See Castle Ravenloft, Area K84, Crypt 15, for details on the staff of power.

The Shadow of Khazan

Khazan is a towering figure of Barovian history with great potential—potential that Curse of Strahd throws away. The *Companion* is not so keen on relegating Khazan to the annals of history, and instead rewrites his character to include him in the campaign. Rather than destroying himself in an attempt to become a demilich, Khazan instead became a boneclaw sequestered to a shadowy dimension attached to his tower. For centuries, he has languished in this dark realm, waiting for the opportunity to be freed. Once Van Richten became aware of this dark entity—an entity he could not destroy but left safely trapped in its prison—he moved on to Vallaki.

The Shadow of Khazan

The tower is haunted by a spirit that Rudolph van Richten himself would not dare traffick with. Khazan himself, the archmage that achieved lichdom and earned even Strahd's admiration, is trapped in a shadowy realm attached to the tower—and he hungers for freedom. This storyline requires the implementation of the variant *The Shadow of Khazan* described above.

Khazan's freedom is tied to the state of his tower. As his wards are powered, so too do his chains weaken. If the adventurers utilize the tower's amenities, wards, and treasures, they will inadvertently loose the boneclaw, who returns to the material world.

What Khazan doesn't know, and Van Richten suspected, is that the Dark Powers themselves have imprisoned Khazan. They did not cause his self-destruction and degradation into a boneclaw, but sequestered him to that shadowy realm for their own amusement. It amused such malefic forces to humiliate such a mighty wizard.

Khazan's Abilities

Khazan is effectively incorporeal, but unable to directly harm living creatures or severely manipulate physical objects. He is similar to a ghost in this regard, but one that can't escape the Ethereal Plane. A Dungeon Master does not need ironclad rules to run him in this storyline, only respect the following guidelines:

- For the purposes of magic, items, and other features, Khazan is effectively on the Ethereal Plane but unable to leave it or interact with other creatures on the Ethereal Plane.
- Khazan can see and hear anything upon the island.
- Khazan can manipulate light objects as if by a mage hand spell.
- Khazan can teleport to any space on the island.

I. A Gift from the Dark

Khazan is just as surprised to find new visitors to his tower; after failing to fool Van Richten into freeing him, the undead settled for another century of isolation. Khazan is, in essence, slumbering when the adventurers arrive, and only wakes when they triumph over the magical trap placed over his door. Having gone through this charade before, the spirit patiently entices the adventurers into freeing him.

It starts with a wand—a *wand of secrets* added by the *Companion* to Area V7. The secrets the wand is meant to divine, of course, are the shackles that keep Khazan bound. The wand also can be used to repair the rotted floorboards and shattered wall; it can be used to raise and lower the tower's wards; it can be used to clean the tower, to restore the library (see the variant in Area V6), and even start the oven. The more it is used—and the more trivial the reason—the weaker Khazan's bonds become.

Finding the Wand

From the very moment the adventurers enter the tower, Khazan shunts his wand out of his shadowy prison. The wand appears on the desk in Area V7. A spell of *detect magic* reveals an aura of divination surrounding it, with faint hints of conjuration—a sign that Khazan has sent it to the material world. That the wand is free of dust when so many other objects are coated in it should be another sign that it was only recently left in the tower. A successful DC 17 Intelligence (Investigation) check suggests this.

When the party looks at the desk, read the following text:

> Upon the desk lies what can only be a wizard's wand, free from the dust that plagues the surrounding chamber. It is an exquisite piece: a length of intricately woven rosewood, brocaded in a twisting pattern that narrows to the tip—a wand, an actual wand. Its handle is capped with a knob engraved with a squiggly sigil resembling a lowercase "Y."

If the wand is taken from the tower, it is teleported back to the desk of Area V7. If Khazan is destroyed, the wand becomes an ordinary wand of secrets that can be removed from the tower.

Secrets of Khazan

With the *wand of secrets*, one can divine unseen gifts and areas created by Khazan's undead spirit. These traps and doors can only be detected by the wand, ensuring its use as Khazan wills. These objects were added only after Khazan's destruction to guarantee his release. While in the tower, the wand vibrates whenever near a secret.

Extradimensional Larder. Beside the stove exists an invisible trapdoor, cold to the touch. If opened, it reveals a frigid, airless 3-feet-long, 2-feet-wide, 3-feet-deep extradimensional space stocked with frozen meats and milk. The food amounts to sixteen rations in all. All food rapidly deteriorates if taken from the tower.

The Driftglobe. Near the rafters floats a deactivated, invisible *driftglobe*—the perfect lamplight for a studious wizard.

Khazan's Instructions. After using the *wand of secrets* twice, it flares up and vibrates with such strength, it moves its wielder's hand (or points automatically) to the wall. Using the last charge of the wand reveals instructions drawn in now-visible soot. Read the following text:

> Words fade into existence upon the wall, seemingly written in soot. In a moment, several paragraphs appear, which start with, "To thee that hath found the wand: restore my tower to its former grandeur and take it as thy own. There must always be an heir to Khazan."

The Library Restored

If the library is restored through Khazan's wand, the adventurers are awarded with notes detailing Khazan's research into lichdom, the Amber Temple, and Barovia itself. As any wizard would do, these notes are encrypted. The cipher must be cracked first, which proves to be a long and laborious process, best done during short or long rests. To break the cipher, a creature must succeed on a DC 17 Intelligence (Investigation) check over the course of 1 hour. The notes hold the following information:

- The existence of the Amber Temple, which is carved into Mount Ghakis. The notes reveal that the Order of the Silver Dragon took it upon themselves to guard the sanctum from all those that would abuse its dark powers or make contact with the "vestigial spirits" trapped therein.
- Khazan's research into lichdom, the true gift of which he admits can be found in the Amber Temple. It describes all the lore found in the lich's entry in the Monster Manual, including the necessity of a phylactery. These notes are, collectively, a *libram of souls and flesh* (see Appendix A).
- That Barovia has been sequestered from "the rest of the world, as if it had become its dismal own reality, its own demiplane," as Khazan puts it. This separation is linked to some sinister force that permeates the land and coincided with Strahd's dark rebirth as a vampire.

Below this message are the instructions (such as the right arcane words, the correct gestures with the wand) on how to use the wand to repair the tower and access its amenities. Spells cast by the wand bypass Khazan's Spell Drain. At a minimum, the following effects can be achieved:

- If a Fortune of Ravenloft artifact is in Area V7, the wand reveals the hidden compartment containing it.
- The wand can be used to cast *unseen servant*.
- The wand can be used to repair the floors, the hole in the wall, clean up the mildew and mold, and restore the library.
- The wand can be used to activate or deactivate the magical trap placed on the tower's door, as well as name creatures to be immune to triggering it. The wand can also be used to command the undead, if you use the *Companion's* alternative to the **young blue dragon**. (Under no circumstances should the wand be able to command the dragon.)
- The wand can be used to erect a permanent *alarm* spell that alerts the wand-wielder whenever someone crosses the island's causeway while the wielder is on the island.
- The wand can be used to change the local weather, à la a *control weather* spell.
- The wand can be used to conjure wine (that spoils if taken from the tower).
- The wand can be used to conjure—and this is the most trivial, luxurious use of it—an embroidered, silk pouch containing 100 gp and 1d3 diamonds worth 300 gp apiece (which can be used for *revivify* spells). This can only be done once.

Omens. Whenever the wand is used, it emits a flash of light that gradually brightens the closer Khazan is to breaking free. Whenever this light is emitted, a burst of shadows cuts it short, giving the impression that the use of the wand is "banishing" the darkness, when in fact it represents Khazan's growing power.

The Wards Weaken. The more Khazan's wand is used, the more likely he is to escape. Whenever Khazan's wand is used (beyond its capabilities as a *wand of secret*s), roll 1d100. On a roll of 10 or lower, Khazan is released. There is a collective 10% chance that Khazan is unleashed, until at last it becomes inevitable.

II. Khazan Unleashed

Once Khazan's shackles have been undone, a doorway appears in the wall of Area V7. This is but one last test: to open it is to unleash **Khazan** and provoke a three-phase battle with the boneclaw. So many other gifts have been furnished upon the adventurers that they might open it without hesitation. When the door appears, read the following, which assumes the adventurers are in Area V7 and have the *wand of secrets*:

> The wand emits one last flash of light—this one almost blinding in its luminosity—before growing dark and releasing a gust of wind that weaves its way through the tower, extinguishing any and all firelight. In the gloom, you become aware of a new door painted onto the wall. It did not exist there before… or perhaps it always did, and your mind would not dare look at it? There is no material realm it could lead to, but already before have you found extradimensional spaces in this wizard's sanctum. Already you have been rewarded for your curiosity. What could lay beyond?

Opening the Door. If the adventurers open the door of their own accord, read the following:

> The knob yields to your touch—and suddenly the door is slammed open by an unnatural force! It nearly catches you before smashing into the nearby wall. The doorway opens upon a realm of darkness, of teeming shadows that quickly give shape to a skeletal abomination whose very presence decays the tower. The bricks crack, the windows cloud up with grime, and mold… mold creeps everywhere. From the abomination's feet boils out a strange darkness that does not blind you, but reduces your vision to mere feet as if it were a black mist.
>
> "Free at last," the skeleton murmurs. Its very voice causes you to ache with abject pain, as if your very flesh could not abide its syllables. "Free… after so many, many years! Ha! Hahaha!" Its shrill laughter rips at your insides! Blood trickles from your nose, from your ears, from the corners of your mouth! The abomination expresses its foul gratitude with an unnerving and impossibly wide smile that reveals far too many teeth. "I do trust you have enjoyed my sanctum?"

Discretionary Inevitability. Whether Khazan is released is truly up to you. If the adventurers refuse to open that door, Khazan can force his way through. Read the following:

> Wise enough to leave the door alone, that deathly portal goes unopened… and still the tower decays into its sepulchral state. Grime grows upon the windows, giving birth to black mold that creeps across the walls, sinking into the mortar. Darkness begins to bubble out from beneath the door, spreading like an ebon gas. The lights around you dwindle, smothered by the growing shadows.
>
> The door ages and rots before your very eyes… and worse yet, scratching can be heard from behind that unopened portal. Shivers dance up and down your spine as that dreadful, intolerable scratching grows frenzied. Whatever lives on the other side of reality clearly wants out. The scratching grows louder—and like an egg shell, the door cracks! Through the widening gap, you sight a foul, skeletal creature whose black eyes burn with hate. Its claws alone are as long as a man's arm and as thin and sharp as a shard of glass. It attacks the wood with the desperation of a newborn chick, entering this world in boiling shadows that rapidly close in around you.
>
> Another crack! Another claw! The shattered wood clatters to the floor, where it dissolves into the darkness. More and more is torn away as that skeletal abomination rips its way into the mortal world. "I *LIVE*!" it cackles in a voice so foul it causes your skin to ache!

Khazan's Spell Drain. During this battle, combatants bypass Khazan's Spell Drain. Magic cast from outside the tower still cannot target creatures or objects therein, depriving any diviners (such as Strahd) from scrying on the adventurers in the meantime.

The Custodian. If the **animated armor** is present, it has no choice but to obey Khazan and attacks the adventurers. If it has had affection for the adventurers before, its attacks seem sluggish and begrudging.

A Slave to Darkness

Shadows gather during the first phase of Khazan's assault. This phase lasts until Khazan is reduced to 64 hit points or fewer. When it begins, all natural light sources are snuffed out. If it is daytime, no light enters the tower.

Living Shadows. A special, magical darkness fills the interior that reduces visibility to 5 feet. Creatures with truesight can see ordinarily, as can Khazan. On initiative count 10 each round (losing initiative ties), the shadows claw at a creature of Khazan's choice. Make a melee spell attack (+6 to hit, dealing 4 (1d8) necrotic damage on a hit).

Roleplaying Khazan. Khazan is in a unique position: both mad and liberated, the boneclaw is not yet bound to Strahd von Zarovich's will and expresses his longing for power. Consider any of the following dialogue:

- "Centuries in darkness… does much to the mind."
- "Know my name and despair!"
- "Even Zarovich would not face me! What hope have you?"

A Slave to Hatred

Once reduced to 64 hit points or fewer, the second phase begins. Khazan reabsorbs the darkness (nullifying the Living Shadows effect above) and repurposes it as an aegis. The tower becomes a place of dim light (with exception to areas lit by magical light), even if it is bright outside.

Armor of Shadows. The magical darkness is absorbed into Khazan, granting him 5d10 + 20 temporary hit points. These temporary hit points are represented by shadowy armor that glides onto Khazan's skeleton. While Khazan has these temporary hit points, his AC is increased by 2 (to a total of 18).

Psychic Torment. At the start of this phase, Khazan cackles horrifically (no action required). Humanoids and beasts that can hear him and are within 30 feet of him must succeed on a DC 14 Wisdom saving throw or be frightened of Khazan for the next minute. A creature can repeat its saving throw at the end of its turns, ending this turn on a success.

Roleplaying Khazan. With every ounce of pain Khazan endures and inflicts, the boneclaw grows frenzied. Here the sadomasochist revels in battle. Consider any of the following sample dialogue:

- "My name is power!"
- "See how the shadows bend to my command?"
- "We are but slaves to torment!"

A Slave to Pain

Once Khazan's temporary hit points from the phase before are reduced to 0, or after one round (whichever happens latest), the battle moves into its third and final phase. The adventurers are transported into the very heart of Khazan's shadowy prison. The tower walls topple over, revealing an infinite demiplane of darkness. Above these darkened vistas stand four sites: Castle Ravenloft to the east; the Abbey of Saint Markovia to the west; an opulent mansion upon a mountainside to the north (a representation of the Mad Mage of Mount Baratok's extradimensional abode); and the face of Mount Ghakis to the south, where an amber light spills out from a temple portico carved into the mountainside (a representation of the Amber Temple). Read the following:

> Darkness erupts from Khazan's abominable corpse, devouring all of existence. Reality itself wavers! The walls topple over with thunderous appeals, revealing a realm of utter darkness. Surely, you are no longer in Barovia, or any true form of it.
>
> High above the roiling, black fog tower four distant monuments. In what you believe is the east perches a castle, its battlements lit by bouts of lightning. Opposite to this is an abbey clinging to a mountain, its grace illuminated with a sterile light. To what can only be the north is Mount Baratok, upon whose face is an opulent mansion lit with dazzling lights… And to the south? To the south, on what is surely Mount Ghakis? A temple from whose portico spills out amber light.

Khazan howls again, but in that jagged cry you hear fear. "No!" the undead cries. "No! I will not be sequestered again!" His crimson eyes focus on you. "The powers-that-be demand a prisoner, and I have done my time! Do you understand, mortals? I have done my time!"

Khazan's Prison. Khazan's prison is dimly lit and functions as an extradimensional space limited by the same restraints Barovia is. A spell of *blink* or similar magic can be used to escape the prison. Otherwise, the only path to freedom is destroying Khazan. If the adventurers fall unconscious here, some are saved by the Dark Powers. While Khazan is at last freed to leave his prison, the adventurers spared by these sinister forces face a far grimmer choice. See Aftermath below.

Agony Manifest. Whenever Khazan takes 10 or more damage, his bones splinter off and form a **skeleton** at an unoccupied space within 30 feet of Khazan's choice. The skeleton is armed with a shadowy blade and shortbow, the attacks of which deal necrotic damage instead of piercing damage. On the turn a skeleton is created, it may use its reaction to make a single weapon attack against a creature of Khazan's choice. Thereafter, a skeleton shares the same initiative count (losing ties) as when it was created.

Roleplaying Khazan. As Khazan faces defeat, he grows desperate. The boneclaw suddenly understands that his destruction here will bind him to Strahd von Zarovich's will or possibly return him to his prison. Consider the following dialogue:

- "I will not go back! I will not wither again! The Powers shall not have me!"
- "I have done my time! I deserve nothing but sweet oblivion!"
- "Consecrate my remains, or vengeance shall plague you 'til the end of days! Do you understand, mortals? I shall never die!"
- "Zarovich… no! No! I will not be his slave! *NO*!"

III. Aftermath

Khazan's release can drastically alter the campaign:

Khazan Destroyed

If Khazan is reduced to 0 hit points, his body crumbles into dust—but unless his remains are consecrated, he will reform in Castle Ravenloft 1d10 hours later, a slave to Strahd von Zarovich.

Heart of Darkness. If you have a sorcerer player character, Khazan's soul condenses into a shadowfell shard (see Appendix A). If Khazan's remains are purified by holy water (see below), his sentience is shunted into the shard, whereafter he can telepathically communicate with the sorcerer it is attuned to. See Appendix A for details on this magic item.

Consecration. If the adventurers sprinkle holy water on Khazan's remains within the next 10 minutes, this dark cycle of rebirth is aborted, depriving the Devil Strahd from another undying minion.

Khazan Victorious

If Khazan proves victorious, he is still bound to Strahd's will—a fate he howls with rage against before becoming subdued. Immediately, Khazan leaves for Castle Ravenloft. His journey is marked by utter savagery: Barovian and Vistani travelers unfortunate enough to cross paths with the boneclaw are found later, eviscerated. Khazan spares no creature it encounters, be it man, beast, or revenant.

Once Strahd learns of his new minion, he sends Khazan out to harass the adventurers or battle against the revenants of Argynvostholt—though neither side can truly die. Throughout the campaign, the adventurers can come across evidence of these pointless, Sisyphean battles. While Khazan is not out on a mission, he can be found in Area K76, Castle Ravenloft's torture chamber, satisfying his sadistic urges on prisoners.

Destruction Imminent. At your discretion, Khazan also destroys the tower by triggering the ward thrice. The adventurers have 1d6 + 4 rounds to escape the tower before it collapses.

The Heroes Trapped

The Dark Powers spare some (or all) the adventurers that are reduced to 0 hit points in the final phase of the battle with Khazan. The Dark Powers silently communicate through emotions that all but one mortal may leave this place—one must be left behind as a prisoner for the Powers' amusement, essentially replacing Khazan. Read the following text:

You wake to darkness—agonizing darkness that assaults your eyes, your nostrils, even your pores, as if it were a vengeful miasma seeking to worm its way inside your body. Your lungs begin to ache, and you realize mechanically that you are suffocating. But death does not come, oh no. Death would be a mercy. There are sinister forces in this dismal realm, and you understand innately that it wishes to be entertained. You feel them all around you, watching, caressing your very soul. In your heart, you understand that these dark powers will extend your life as long as you remain in this prison, and you will suffocate in their embrace forever.

Ah, but there is another way. A way out. The entities out in that limitless void promise you and your companions escape… You can almost hear it as a voice in your head: "There need only be one." And you can sense them out in that darkness, your companions, equally as lost and agonized as you are. Through the darkness, you can hear them. They must be shouting, screaming, as the silence of the void seeks to crush out all noise of life.

There is a decision to be made. There need only be one to suffer in eternal isolation. There need only be one, but who?

The trapped adventurers must come to an agreement as to who should remain behind to suffer as the plaything of the Dark Powers. The Dark Powers will accept a majority ruling; the trapped do not need to come to a unanimous decision. Both Ezmerelda d'Avenir and Rudolph van Richten, if present, would volunteer to stay behind.
To the character left behind, read:

> The decision has been made. You alone are to bear the weight of centuries, to suffocate forever, to lose yourself in this darkness for the entertainment of those sinister forces—as titanic as whales in blackened depths, swimming about you unseen. One by one, your companions disappear, shunted back to the realm of the living. And when they are gone, when it is only you, the darkness surges forth, shoving its black fingers into your mouth, eyes, ears, and nostrils as cruel laughter echoes out like thunder in the distance.

Rescuing the Abandoned. Rescuing the Dark Powers' newest plaything is a quest in and of itself. Through the same emotional communication, the Dark Powers' promise that the abandoned will be released if Khazan is forced back into his eternal prison. To do so, the boneclaw must be conjured in the tower or dragged back. Rudolph van Richten alone knows an exorcist's ritual to conjure Khazan back to his place of power (a ritual that can, for the sake of the plot, bypass Khazan's Spell Drain); Ezmerelda d'Avenir knows of the ritual but cannot perform it and would encourage the adventurers to find her wayward master. Other individuals may also be able to help without needing to capture Khazan: the Mad Mage of Mount Baratok (if his sanity is restored), the hags of Old Bonegrinder, the Abbot of Saint Markovia, and, of course, the Devil Strahd von Zarovich himself.

Areas of the Tower

The *Companion* further fleshes out the areas below, or has advice to offer in some regard:

V1. Ezmerelda's Magic Wagon

The adventurers can hear the clucking of Ezmerelda's chicken if they strain their ears to listen into the wagon. If the wagon explodes, singed feathers fall from the air.

Difficulty. If the adventurers are 5th-level or lower, reduce the damage to 4d10 damage. If they are 7th-level or lower, reduce it to 6d10 instead. It is very easy to achieve a total-party-kill from this trap.

V2. Tower Door

Provided you do not adopt the revision below, read the following text when the **young blue dragon** is summoned:

> The signs and sigils begin to glow with a fierce, blue light that brightens by the second. The air cracks and fizzles as the smell of ozone floods the island. Slowly, you become aware of a mass behind you. A mass beating its wings upon the pregnant air. It hovers behind you—blinding blue light in the shape of a dragon that is quickly becoming solid. With a fearsome roar, the conjured creature becomes real—and very irate.

Revision: the Cheated Damned

When the trap is triggered, a **young blue dragon** is summoned. This is rather out of place for Barovia and unbefitting of the necromancer that was Khazan. Per this revision, several undead are roused from the darkness. These tortured undead were the laborers and masons that erected Khazan's tower, rewarded for their efforts with eternal servitude. The necromancer bound their spirits to this place, depriving them of rest and returning to the Barovian cycle of reincarnation. The corporeal undead dig themselves out of the earth. The trap resets daily at dusk. If triggered again, the very same undead, corporeal or otherwise, are conjured again to ravage intruders, even if they were previously destroyed.

Read the following text when the first undead are roused:

> The signs and sigils begin to glow with an unsettling, bright, black light that darkens the island. The shadows gather 'round you, reducing your vision to your immediate vicinity… and in that inky blackness, you hear the earth churn. You hear ghoulish cries of joy and the moans of the ravenous dead as they dig themselves from the earthen sepulcher below.

Magical Darkness. Magical darkness covers the island, reducing visibility to 5 feet. Unlike an ordinary *darkness* spell, however, bright light cast by any spell or magic item shines the darkness, albeit with a reduced radius of 5 feet. A spell of *dispel magic* cast upon the tower door ends this effect. The summoned undead can see through this magical darkness. The darkness dissipates after the undead are slain or the correct dance is performed for ward's. tower's trap.

Tactics. The undead employ these tactics in the battle:

- On the first round of combat, the earth churns as the corporeal undead dig themselves from their graves; the undead can't be targeted. On the second round of combat, enough earth has been moved to target the undead, who effectively have half-cover. On the third round, these four **zombies**, three **ghouls**, and one **ghast** are free to attack the adventurers. Driven by hunger, the zombies target the nearest creatures, whereas the ghouls command enough intelligence to flank the backline or unarmored.
- On the second round of combat, two **shadows** step forth from the shadow cast by the tower to accost the adventurers.
- On the third round of combat, a **wraith** emerges from the darkness, howling, "We built this place! We laid the first and final stones! And our reward? Our reward for a job well done? Cheated and bound! Damn the wizard, damn Khazan!"

Once all the undead are destroyed, evidence of their existence vanishes, courtesy of Khazan's wards. Read the following:

> An ill wind sweeps across the island, its very touch turning the dead to ash. By when the gust is gone, no traces of the undead remain. The earth from which they crawled has been neatly swept up and smoothed over with grass… as if this place was not a grave for the damned.

V3. Rickety Scaffolding

The scaffolding creaks and whines in the wind—a fact that should often be brought to the adventurers' attention in times of silence.

The scaffolding just *begs* to be destroyed. If the tower door's trap is triggered, the **young blue dragon** (or the undead suggested by the *Companion*) can and should crash into the scaffolding. Creatures that are within 20 feet of the scaffolding must succeed on a DC 13 Dexterity saving throw or be struck with debris, taking 11 (2d10) bludgeoning damage on a failure.

V4. Tower, First Floor

Your focus as the narrator should be upon the elevator, which can be a source of humor in an otherwise humorless campaign. The elevator moves at a glacial pace of 5 feet per round. Whilst being winched, cheerful but cloying music fills the tower. With sixty feet to the top floor, the song quickly becomes unbearable. You, as the Dungeon Master, would be remiss not to torture your players with cheerful, nauseating elevator music.

Read the following when the elevator is first activated:

> As you step upon the platform, the golems animate. One gargles a word that can only mean "Heave!" and together the four pull down on the chains to raise the platform up. The unoiled chains squeak and squeal as the tower is filled with cheerful music that quickly loses its charm. "Heave!" the golem cries; the chains squeal and the music repeats. "Heave!" the golem groans! The chains complain of their heavy burden and the music hits a high note that buries itself in your brain and incites your heart to hate! "Heave!" goes the golem and at last, after a dreadful minute, you find yourself on the second floor… with two more to go.

Revision: Amber Golems

While these golems are statistically clay golems, they are instead made of amber. Khazan stole these very constructs from the Amber Temple and bent them to his will. Read the following description in addition to what is provided in Curse of Strahd:

> The statues are not made of clay, as you first thought, but instead of a glassy, orange-ish material. Amber—that's it. The statues are made of amber. Though identical in build and body, each statue sports a different head. One of a jackal, one of a crocodile, another with the head of a hawk, and the last being that of an owl's.

V5. Tower, Second Floor

The elevator automatically stops at the second floor. Provided you read the previous narration boxes, read the following text once the adventurers return to the elevator or when it continues upward:

> Back to the elevator. For a moment, you wonder if that nauseating music will repeat. It comes as no surprise when it does—this is Barovia, after all, a land of perpetual misery. The upbeat jingle rings out in the silence, sharply contrasting the state of decay this tower has fallen to.

Variant: Vilnius' Chamber

Per the *Companion*, Jakarion and Vilnius inhabited the tower for some time before striking out for the Amber Temple. Seeking some privacy, Vilnius took this chamber as his own, despite the widening hole in its floor. The area has been renovated to reflect this nature. It contains a small cot, several crates Vilnius used for storage, and a shoddy table Vilnius assembled himself to use as a desk.

If you adopt this variant, read the following text:

> The purpose of this dusty, cobwebbed room is unknown, but it is clear that someone took it as a bedchamber, despite the hole gaping in its floor. It sports a cot covered in yellowed sheets, several crates, a sturdy chair, and a rickety table made from planks. Old tomes and scattered papers, some almost transparent from long exposure to oxygen, lay on the desk.

Crates. There are four scratched, rotting crates, all of which show signs of travel and foul weather:

- The first crate contains Vilnius' spare clothing, which amounts to two sets of fine clothes, six sets of common clothes, a set of traveler's clothes, and four simple but decorative wizard robes embroidered with starry patterns. Searching the crate reveals a sock with 1d4 + 3 gp and 1d12 + 9 sp stuffed inside.
- The second crate reeks of salted meats but is otherwise empty.
- The third crate contains sundries: a simple toothbrush, thick hairbrushes for Vilnius' thick hair, an ointment for blisters, a sewing kit, three torches, and a tinderbox.
- The fourth crate contains dirty dishware stained by frequent use and infrequent cleaning.

Vilnius' Journal Entry. On the desk are illegible papers, three tomes relating to magical theory and Vilnius' journal. The journal has few entries, suggesting its missing author wrote sparingly or replaced a lost journal. The journal has not been spared the mold that infects the tower. Legible entries describe Vilnius' harrowing but rewarding education as Jakarion's apprentice. Vilnius also frequently mentions his "thick, luxurious locks of ebony hair," which Barovian ladies are allegedly enchanted with.

Read the text below to a character that reads the last entry, which makes a reference to the permanent *control weather* spell added to the tower by the *Companion*, as well as Khazan's ethereal presence. Adjust accordingly if you are not adopting these changes.

> The last entry in this journal has been hastily written, its words scratched fiercely into the page by a frenzied author. It reads:
>
> "The day has come at long last. Having sorted through all possible futures, Master Jakarion has divined this date as the most fortuitous. The weather beyond the tower's magic is fair. The autumn chill has not yet blown, and the roads will not yet turn to mud. Master Jakarion insists we move now and I, for one, cannot wait to put behind this dismal tower… There is a darkness here Jakarion refuses to speak of. My dreams of late have become troubled and visceral, and yet I can never remember them upon waking. But such concerns are soon to be behind me.
>
> "We set out at dawn. I have packed lightly, per the master's instructions. He has foreseen much game between here and Mount Ghakis—as if he knows how to hunt! And so my stomach grumbles and shall continue to grumble. That curmudgeon will not allow us to eat the jerky, the salted pork, nor the blood sausages; such are to be gifts to the mountain folk to gain safe passage through their lands. Likewise, master has bought—or rather, I have bought as his reluctant surrogate—a bull to sacrifice to Tsolenka Pass' dreadful guardian. May it take that beast instead of our mules—and if it doesn't, may we happen to not be astride those pitiful steeds when the guardian attacks.
>
> "Even now I tremble with fear and excitement. The Temple of Amber… A legend of this land. Many have tried and failed to find the sanctum. Many have died in the cold, buried by snow, haunted by dreams of power. And power is what I shall have. Master has warned me from trafficking with the spirits therein, but I know the truth. I know that he fears I will surpass him! That I will find my destiny in the temple and see that it is not to be his whipping boy until I am old and grey! But I am no pawn. I will seize for myself that which has been so far denied. I will wield the powers Archmage Khazan too held! And there will come a day soon where Barovians everywhere, even the Devil himself, will know and fear the name Vilnius."

The "guardian" referenced in the entry is the roc of Mount Ghakis, which the Companion has rewritten to be the giant raven that delivered the holy symbol of Ravenkind to the paladin Lugdana—or rather, the corruption of that raven.

V6. Tower, Third Floor

The elevator automatically stops at the third floor. Provided you read the previous narration boxes, read the following text once the adventurers return to the elevator or when it continues upward:

> Were the gods kinder, this would be the tower's final floor… but such gods have been absent from this world for far too long. It is with cold resignation that you return to that glacial elevator, bracing for that blasted music.

Variant: Moldy Library

The *Companion* adds a ruined library to this area, despite the lack of any such bookshelves on the map. Many books have been destroyed or taken over the years, such as by Van Richten, Ezmerelda, Jakarion and Vilnius—but not Strahd. Khazan's *control weather* spell has prevented rain from falling upon the tower, but humidity and fog have had centuries to nurture mildew in what books remain.
If this variant is adopted, read the following text when the adventurers first reach this floor, instead of what is provided by Curse of Strahd:

> What was once a grand library has now been ruined by years of humidity and neglect. The northwest wall has all but collapsed; a gash in the stonework gapes open like a surprised mouth from which black mold has grown like gum rot. The mold has spread to the shelves and the books, many of which have fallen to the floor. The floor itself has rotted away, leaving jagged holes that would surely cut whomever fell through them. From what you can see, some tomes are still salvageable.

Khazan's Catalog. The following tomes of note still survive the library's decay:

- *The Fool's Guide to Alchemy.* A creature that reads this 8-hour-length tome and succeeds on a DC 14 Intelligence check using alchemist's supplies gains proficiency with alchemist's supplies and learns how to make *potions of*

healing from herbs native to Barovia and similar climates.

- An enduring spellbook of Gralmore Nimblenobs, the so-called "Wizard Ordinaire" buried in Castle Ravenloft's catacombs. Gralmore inscribed a ludicrous title on the spine of the book: In the Pursuit of Power. The first page reads, "Let it be known that I too, Gralmore Nimblenobs, master of magic and author of this grimoire, started as a mere apprentice. May this tome be a lesson in the necessity of humility." The spellbook contains the following spells: *cone of cold, counterspell, detect magic, fireball, fly, greater invisibility, ice storm, mage armor, magic missile, misty step, shield,* and *suggestion.*
- *Kings Without Courage*, a biased treatise by the Barovain historian Tarnos Aldirovich that faults the dusk elven monarchs that Strahd and King Barov crushed.
- Several dozen well-thumbed romance novels, including the bestselling series, *The Lusty Lizardfolk Maid.*

Additional Loot. A character that succeeds on a DC 14 Wisdom (Perception) checks sights a *charlatan's die* hidden between two moldy tomes.

V7. Tower, Fourth Floor

When the elevator descends, read the text below:

> With sickening horror, you realize that you must survive that crucible of squealing chains and awful music to descend this godforsaken tower. You can't help but look to yonder window and wonder if it would be less painful to hurl yourself from the sill.

Variant: Jakarion's Notes

Jakarion hid the last of his notes in a secret compartment along the wall—the same compartment that is included in the campaign if your tarokka reading indicates a Fortune of Ravenloft being here. The wand of secrets included in The Shadow of Khazan also reveals this hidden compartment, otherwise it requires a successful DC 19 Intelligence (Investigation) to find, by analyzing the stonework.

Jakarion's notes are largely uninteresting. Many are so stained by wine that they are illegible. Whereas Jakarion's notes concern the expedition to the Amber Temple, Jakarion's focus on Khazan himself. Jakarion mentions Khazan's leftover artifacts, such as his staff of power, thereby giving the adventurers a hint to what lies in his crypt in Castle Ravenloft. Jakarion wrongly believes the staff would be buried there. The most recent entry, written on the eve of Jakarion's expedition to the Amber Temple, can be found. Read the following text:

A Summary of Additions

The *Companion* has made several additions to this area, which are further elaborated on in sections above. In summary, they are:

- A page from Rudolph van Richten's journal (if the adventurers never entered Ezmerelda's wagon). See the handout in Appendix F of Curse of Strahd.
- Jakarion's notes on the Tower of Khazan, which are hidden in a secret compartment along the wall (the same place a Fortune of Ravenloft artifact would be).
- Additions included in the The Shadow of Khazan storyline: the wand of secrets on the desk, the invisible extradimensional larder next to the stove, and the invisible driftglobe floating up in the rafters. Additionally, the wand can reveal instructions written on the walls by Khazan.

> Of the many wine-stained notes, you find a recent and legible musing by its wayward author:
>
> "Khazan. His name is power. Such was told to me as an apprentice, and now, as a master, I know it to be true. The tower itself yields to the mention of his name. To design your ancient wards to waken upon the utterance of wizard's name is trivial. No, there is more to "Khazan." I know it. I know it, but it will not be until I see his crypt in Castle Ravenloft that I can be sure. Ah… the crypt of Khazan. I know very well that he is not buried there, but something else is. His sudden death and disappearance has left behind many an artifact. Artifacts that would resurface in Barovia. A wizard does not perish to the elements and his possessions are not buried with him. That means Khazan buried them himself. But where? His crypt? I would not believe for a second he could be so careless to leave behind his instruments of power in a place so accessible. Surely, it must be the map to the treasure there.
>
> "Let it be known now that I have failed. I have failed to delve the mysteries of this tower's creator. To speak true, I do not want to know. There is a sinister force nested here, but I have found no ley lines underneath the tower. Why, then, did he choose this foreboding place to erect his sanctum? For many years, I have wondered if there was a shadowy equivalent to the ley line, but have no evidence to support this theory. I will be glad to leave this place for the one last known sanctum of Khazan. The new moon cannot come quickly enough."

Special Events

The *Companion* includes the following special events:

Battered by the Winds of Fate

This special event hinges upon the destruction of the Tower of Khazan. If its trap is triggered thrice, the tower collapses. This is the perfect opportunity to shake up the campaign with wild magic. If the adventurers are on the island when this occurs, the magic unleashed teleports them across Barovia—possibly even into the bowels of Castle Ravenloft.

Imminent Destruction. When the trap is triggered thrice, read the following:

> Thrice has the tower's ward been triggered—and instead of belching lightning, the magic releases varicose veins of energy that ripple outward and upward through the stonework. The air pressure mounts, popping your ears and driving pitons of pain into your mind. Thunder builds, but not in the clouds. Reality itself begins to waver as those crackling veins grow to a blinding luminosity.
>
> And all at once, it explodes! A supernova of energy explodes from the tower's top floor, flattening the trees that ring the lake's shore! Bricks fall like hail! The force of the explosion hurls you into the sky! Battered by the winds of fate, your world goes black! And when you wake some time later, bruised and weary, you see that you are no longer at the Tower of Khazan.

The adventurers awaken in one of the following areas:

- The adventurers are teleported to the spires of Castle Ravenloft, specifically to Area K47, where Strahd's **guardian portrait** and **rug of smothering** lie in wait. The tower's explosion is heard across Barovia, drawing Strahd from afar and leaving the adventurers the run of the castle until his return. They must escape through the front gates or through the Brazier Room (Area K78).
- The adventurers are teleported into the Ruins of Berez. Baba Lysaga senses the magic at play and sends forth her scarecrows to scour the ruins for these interlopers.
- The adventurers are teleported to the far side of Tsolenka Pass, on the frigid slopes of Mount Ghakis. With such deadly cold creeping in, the adventurers must quickly hunt game to fashion pelts. Their thunderous arrival alerts nearby mountainfolk hunters, including Helwa, the CE **gladiator** ordinarily met in Area 15 of the Amber Temple.

Mortals Divided. Under no exception should the party be split when teleported. However, other NPCs can be separated by the blast. Below are suggested locations for teleported characters to wind up.

- The character is teleported into the clutches of Baba Lysaga in the Ruins of Berez. The witch uses this wayward soul as a source of blood to fuel her foul magicks.
- The character is teleported straight into the extradimensional mansion of the Mad Mage of Mount Baratok, who reacts with confusion if his sanity still has not been restored.
- The character is scattered to the winds and caught by Victor Vallakovich's teleportation circle and soon imprisoned by whomever currently rules Vallaki.
- The character is teleported to the foot of the Gulthias Tree at Yester Hill. The devilish tree traps this victim by stabbing its thinnest roots directly into the character's body. It then uses their body to nurture blight sprouts.

In the Wake of Defeat

This special event combines Chapter 11's events: *Ezmerelda's Retreat* and *Pack Attack*. **Ezmerelda d'Avenir** limps back to the Tower of Khazan after a failed attempt on Strahd von Zarovich's life. Though insulted, Strahd himself does not pursue Ezmerelda and instead sends his pet werewolves to track her down. Ideally, this encounter occurs at dusk on the adventurers' second day at the tower.

Wounded and Weak

Bloodied and haggard, Ezmerelda d'Avenir limps her way up the island's causeway. While in Castle Ravenloft, she was beset upon by ghouls, wights, diseased bats, and even Vistani servants. Her wounds are deep and require dressing. Her tightly bandaged and swollen left arm hangs limply at her side and her knees are bruised from a fall down the stairs. In this state, Ezmerelda has only 20 hit points and suffers from three levels of exhaustion.

Ezmerelda makes immediately for her wagon, desperate to get her hands on the healer's kit stashed there. If she notices lights on in the tower, she makes an attempt for stealth (suffering disadvantage, thanks to her three levels of exhaustion). With her wounds, however, and the clucking of her startled chicken, the adventurers are sure to hear her.

Roleplaying Ezmerelda. If Ezmerelda has never met the adventurers before, she acts with hostility and suspicion, despite her alarming wounds. If she has met the adventurers, she breaks down and sobs, knowing that her harrowing ordeal has come to an end and she is finally in the company of friends. See *Dramatis Personae* for sample dialogue and tips on how to roleplay Ezmerelda.

Blood Hounds

The Children of Mother Night arrive one hour after Ezmerelda's return, having tracked her scent to the Tower of Khazan. These six **werewolves** and nine **wolves** are led by **Kiril Stoyanovich**. The werewolves are unaware of the tower's history, other than the rumors that it has been frequented by wizards over the years.

Wolves at the Gate. The lupine marauders lope down the causeway. Read the following:

> As dusk deepens into night, the wolves of the Svalich Woods take up a fierce and hungry howl. The howls roll across the treetops, growing closer and closer—and soon the lupine howls are complemented by a feral chorus, the ravenous snarls and cries of werewolves. Out from the mists lope lupine monsters—seven werewolves on all fours, flanked by nine wolves. The beasts lope across the island's causeway, fanning out across the tower.
>
> A werewolf stands and sniffs the air. "She's here," he snarls in a guttural voice strained by his lupine transformation. "Her blood is perfumed like wine and, I suspect, just as sweet." The werewolf looks about the tower and shouts, "Come forth, wench! One cannot hide from the Devil or his wolves! Come forth and I promise to make it—" The werewolf bears its fangs in a cruel smile. "—to make it quick."

If the adventurers do not deign to meet Kiril in combat, he first sends a werewolf to force open the door—thereby triggering the lightning of Khazan's trap. The werewolf is reduced to ash, inciting panic in the other werewolves and wolves—panic that Kiril quickly tames with howls and roars. He snarls, "Fine. But they cannot winter in this tower. They cannot live here forever. The sheep must come out to graze some time." Kiril withdraws his forces but calls upon more werewolves to patrol the lake's banks, thereby ensuring a lengthy siege.

If Kiril Stoyanovich is reduced to 30 hit points or fewer, he flees. There is no comrade he is not willing to sacrifice to save his own hide. If he is near the shore, Kiril leaps into the darkened waters to break the adventurers' line of sight, sparing him from most ranged attacks.

Appendix A: Magic Items

The following magic items are featured in this chapter:

Charlatan's Die

Wondrous item, common (requires attunement)
Whenever you roll this six—sided die, you can control which number it rolls.

Driftglobe

Wondrous item, uncommon
This small sphere of thick glass weighs 1 pound. If you are within 60 feet of it, you can speak its command word and cause it to emanate the light or daylight spell. Once used, the daylight effect can't be used again until the next dawn. You can speak another command word as an action to make the illuminated globe rise into the air and float no more than 5 feet off the ground. The globe hovers in this way until you or another creature grasps it. If you move more than 60 feet from the hovering globe, it follows you until it is within 60 feet of you. It takes the shortest route to do so. If prevented from moving, the globe sinks gently to the ground and becomes inactive, and its light winks out.

Enduring Spellbook

Wondrous item, common
This spellbook, along with anything written on its pages, can't be damaged by fire or immersion in water. In addition, the spellbook doesn't deteriorate with age.

Libram of Souls and Flesh

Wondrous item, rare (requires attunement by a wizard)
With covers made of skin and fittings of bone, this tome is cold to the touch, and it whispers faintly. When found, the book contains the following spells, which are wizard spells for you while you are attuned to the book: *animate dead, circle of death, false life, finger of death, speak with dead, summon undead,* and *vampiric touch.* It functions as a spellbook for you.

While you are holding the book, you can use it as a spellcasting focus for your wizard spells.

The book has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use the charges in the following ways while holding it:

- If you spend 1 minute studying the book, you can expend 1 charge to replace one of your prepared wizard spells with a different spell in the book. The new spell must be of the necromancy school.
- As an action, you can expend 1 charge to take on a semblance of undeath for 10 minutes. For the duration, you take on a deathly appearance, and undead creatures are indifferent to you, unless you have damaged them. You also appear undead to all outward inspection and to spells used to determine the target's status. The effect ends if you deal damage or force a creature to make a saving throw.

Magic Items by Location

Magic Items	Location
*Charlatan's die**	V6
*Driftglobe**	V7
*Enduring Spellbook**	V6
*Libram of Souls and Flesh**	See *The Shadow of Khazan*
*Shadowfell Shard**	See *The Shadow of Khazan*
Spell Scroll of Major Image	V1
Spell Scroll of Remove Curse	V1
*Wand of Secrets**	V7

* added by the *Companion*

Shadowfell Shard

Wondrous item, rare (requires attunement by a sorcerer)
This dull, cold crystal sits heavy and leaden, saturated by the Shadowfell's despair. As an action, you can attach the shard to a Tiny object (such as a weapon or a piece of jewelry) or detach it. It falls off if your attunement to it ends. You can use the shard as a spellcasting focus while you hold or wear it.

When you use a Metamagic option on a spell while you are holding or wearing the shard, you can momentarily curse one creature targeted by the spell; choose one ability score, and until the end of your next turn, the creature has disadvantage on ability checks and saving throws that use that ability.

Spell Scroll

Scroll, rarity varies
A spell scroll bears the words of a single spell, written as a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC is 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect. Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

A 3rd-level spell cast from this spell has a save DC of 15 and an attack bonus of +7.

In this Chapter. This chapter features a *spell scroll of major image*, and *-remove curse.*

Wand of Secrets

Wand, uncommon
The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn.

Appendix B: Bestiary

The following creatures are featured in this chapter:

Missing Statistics. Per DM's Guild policies, Curse of Strahd-exclusive statistics are not included in this document. The statistics for **Ezmerelda d'Avenir** can be found on page 231 of Curse Strahd.

Animated Armor

Medium construct, unaligned
Armor Class 18 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1 (200 XP) **Proficiency Bonus:** +2

Antimagic Susceptibility. The armor is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Clay Golem

Large construct, unaligned
Armor Class 14 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft, passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 9 (5,000 XP) **Proficiency Bonus:** +4

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points. Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

Haste (Recharge 5–6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

Ghast

Medium undead, chaotic evil
Armor Class 13
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 2 (450 XP) **Proficiency Bonus:** +2

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.
Turn Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.
Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ghoul

Medium undead, chaotic evil
Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1 (200 XP) **Proficiency Bonus:** +2

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.
Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Khazan

Large undead, chaotic evil
Armor Class 16 (natural armor)
Hit Points 127 (17d10 + 34)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	13 (+1)	15 (+2)	9 (-1)

Saving Throws Dex +7, Con +6, Wis +6
Skills Perception +6, Stealth +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception X16
Languages Common, Draconic, Elvish
Challenge 12 (8,400 XP) **Proficiency Bonus:** +4

Rejuvenation. While Strahd lives, Khazan gains a new body in 1d10 hours if destroyed, with all its hit points. The new body appears within Castle Ravenloft.

Actions

Multiattack. Khazan makes two claw attacks.
Piercing Claw. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage. If the target is a creature, Khazan can pull the target up to 10 feet toward himself, and the target is grappled (escape DC 14). Khazan has two claws. While a claw grapples a target, the claw can attack only that target.
Shadow Jump. If Khazan is in dim light or darkness, each creature of Khazan's choice within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 34 (5d12 + 2) necrotic damage. Khazan then magically teleports up to 60 feet to an unoccupied space it can see. He can bring one creature he is grappling, teleporting that creature to an unoccupied space he can see within 5 feet of his destination. The destination spaces of this teleportation must be in dim light or darkness.

Bonus Actions

Shadow Stealth. While in dim light or darkness, Khazan takes the Hide action.

Reactions

Deadly Reach. In response to a visible enemy moving into his reach, Khazan makes one claw attack against that enemy. If the attack hits, Khazan can make a second claw attack against the target.

Lair Actions

While in the Tower of Khazan, Khazan can take lair actions. On initiative count 20 (losing initiative ties), Khazan takes a lair action to cause one of the following effects:

- Khazan teleports to an unoccupied space within the tower.
- Khazan casts *cloud of daggers* (spell save DC 14) without providing material components or concentrating on the spell. The daggers resemble bony claws. The spell lasts until the start of the next round. Khazan can't choose this effect two rounds in a row.
- The stove in Area V7 belches shadowy fire in a 15-foot-cone. Creatures in that area must succeed on a DC 14 Dexterity saving throw, taking 7 (2d6) fire damage and 7 (2d6) necrotic damage on a failed saving throw, or half as much on a successful one. Khazan can only choose this effect once per triggering of his Rejuvenation trait.
- The books in Area V6 animate, taking the statistics of a swarm of animated books that obey his commands. The books become inanimate at the start of the next round.
- Khazan targets a 5-foot-wide space he can see, causing the floor to cave in. A creature standing in this space must make a DC 14 Dexterity saving throw. On a success, the creature leaps to a space within 5 feet. On a failure, it falls. Khazan can't choose this effect two rounds in a row.

Kiril Stoyanovich

Medium humanoid (human, shapechanger), chaotic evil
Armor Class 13 in humanoid form, 15 (natural armor) in wolf or hybrid form
Hit Points 91 (14d8 + 28)
Speed 30 ft. (40 ft. in wolf form, climb 30 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	12 (+1)	15 (+2)	15 (+2)

Saving Throws Str +6, Dex +6
Skills Athletics +6, Acrobatics +6, Perception +8, Survival +5
Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Senses passive Perception 18
Languages Common (can't speak in beast form)
Challenge 5 (1,800 XP) **Proficiency Bonus:** +3

Shapechanger. Kiril can use his action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into his true form, which is humanoid. His statistics, other than his AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.
Keen Hearing and Smell. Kiril has advantage on Wisdom (Perception) checks that rely on hearing or smell.
Mindless Fury. Kiril has advantage on saving throws against being frightened or charmed.
Standing Leap. Kiril's long jump is up to 20 feet and his high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. Kiril makes two attacks, only one of which can be a bite.
Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werewolf lycanthropy.
Claws (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage.
Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Bonus Actions

Aggressive. Kiril moves up to his speed toward a hostile creature that he can see.

Riding Horse

Large beast, unaligned
Armor Class 10
Hit Points 13 (2d10 + 2)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus:** +2

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Shadow

Medium undead, chaotic evil
Armor Class 12
Hit Points 16(3d8 + 3)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills +4
Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus:** +2

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.
Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.
If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the shadow takes the Hide action. Its Stealth bonus is improved to +6.

Skeleton

Medium undead, lawful evil
Armor Class 13 (armor scraps)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Resistances poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it spoke in life but can't speak
Challenge 1/4 (50 XP) **Proficiency Bonus:** +2

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.
Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Swarm of Animated Books

Medium swarm of tiny constructs, unaligned
Armor Class 12 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Damage Vulnerabilities fire
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus:** +2

False Objects. If the swarm is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the swarm move or act, that creature must succeed on a DC 15 Wisdom (Perception) check to discern that the swarm is animate.
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a 1-foot-tall, 8-inch-wide, 2-inch-thick object. The swarm can't regain hit points or gain temporary hit points.

Actions

Book Club. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 6 (2d4 + 1) bludgeoning damage, or 3 (1d4 +1) bludgeoning damage if the swarm has half its hit points or fewer.

Wolf

Medium beast, unaligned
Armor Class 13 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus:** +2

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.
Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Werewolf

Medium humanoid (human, shapechanger), chaotic evil
Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form
Hit Points 58 (9d8 + 18)
Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses passive Perception 14
Languages Common (can't speak in wolf form)
Challenge 3 (700 XP) **Proficiency Bonus:** +2

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: two with its spear (humanoid form) or one with its bite and one with its claws (hybrid form).
Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.
Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.
Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Wraith

Medium undead, neutral evil
Armor Class 13
Hit Points 67 (9d8 + 27)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages the languages it knew in life
Challenge 5 (1,800 XP) **Proficiency Bonus:** +3

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Zombie

Medium undead, neutral evil
Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands all languages it spoke in life but can't speak
Challenge 1/4 (50 XP) **Proficiency Bonus:** +2

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Young Blue Dragon

Large dragon, lawful evil
Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7
Skills Perception +9, Stealth +4
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 9 (5,000 XP) **Proficiency Bonus:** +4

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.
Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.
Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Appendix C: Items & Effects

The following effects are featured in this chapter:

Antimagic Field (Abridged)

8th-level abjuration spell

This area is divorced from the magical energy that suffuses the multiverse. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Spells and other magical effects, such as *magic missile* and *charm person*, that target a creature or an object in the sphere have no effect on that target.

Areas of Magic. The area of another spell or magical effect, such as fireball, can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed. For example, the flames created by a *wall of fire* are suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

Spells. Any active spell or other magical effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

Magic Items. The properties and powers of magic items are suppressed in the sphere. For example, a *+1 longsword* in the sphere functions as a nonmagical longsword. A magic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a magic weapon or a piece of magic ammunition fully leaves the sphere (for example, if you fire a magic arrow or throw a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits.

Magical Travel. Teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the *rope trick* spell, temporarily closes while in the sphere.

Creatures and Objects. A creature or object summoned or created by magic temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

Dispel Magic. Spells and magical effects such as *dispel magic* have no effect on the sphere. Likewise, the spheres created by different antimagic field spells don't nullify each other.

Antitoxin

Adventuring Gear

A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Cloud of Daggers

2nd-level conjuration spell

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a sliver of glass)
Duration: Concentration, up to 1 minute

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

Climber's Kit

Adventuring Gear

A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Disguise Kit

Adventuring Gear

This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

Healer's Kit

Adventuring Gear

This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Holy Water

Adventuring Gear

As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage.

A cleric or paladin may create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot.

Manacles

Adventuring Gear

These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Poisoner's Kit

Adventuring Gear

A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

Spyglass

Adventuring Gear

Objects viewed through a spyglass are magnified to twice their size.